



Minbari/ISA Eranni Frigate

SPECS

Class: Hvy Combat Vsl
In Service: 1960
Point Value: 770 Points
Ramming Factor: 140
Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2 + 2 Thrust
Roll Cost: 2 + 2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

MAIN HANGAR

2 Flyers

SPECIAL NOTES

Gravitic Drive System

SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

Forward Hits

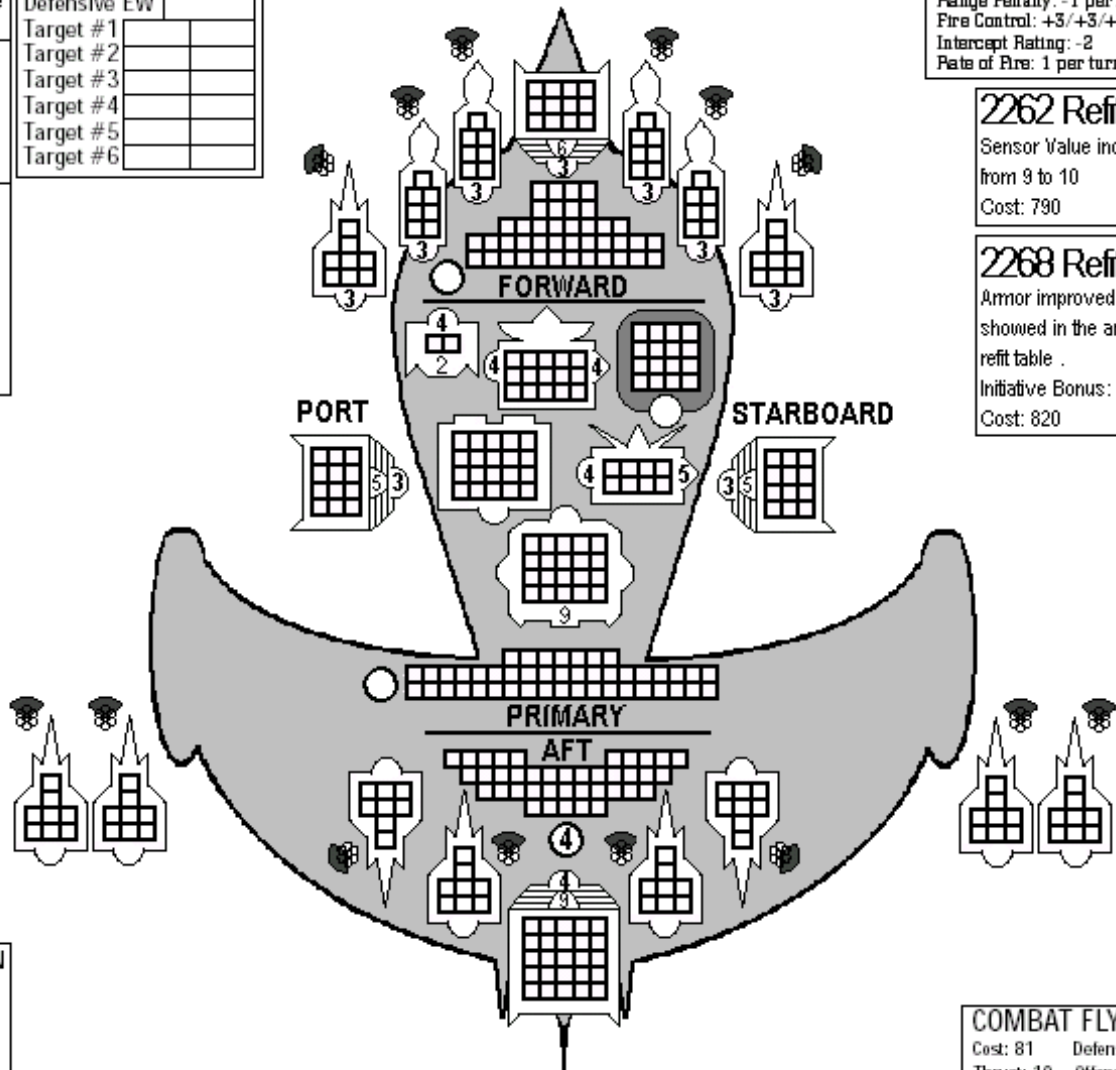
1-4: Retro Thrust
5-8: Neutron Beam
9-10: Fusion Cannon
11-18: Forward Structure
19-20: Primary Hit

Aft Hits

1-6: Main Thrust
7-12: Fusion Cannon
13-18: Aft Structure
19-20: Primary Hit

Primary Hits

1-10: Primary Structure
11-12: Jammer
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C



Weapon Data

Neutron Beam

Class: Laser
Modes: R, P, S
Damage: 3d10+7
Range Penalty: -1 per 3 hexes
Fire Control: +4/+2/+1
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Fusion Cannon

Class: Molecular
Mode: Standard
Damage: 1d10+9
Range Penalty: -1 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

2262 Refit

Sensor Value increased
from 9 to 10
Cost: 790

2268 Refit

Armor improved as
showed in the armor
refit table.
Initiative Bonus: +7
Cost: 820

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Jammer
- Neutron Beam
- Fusion Cannon

Armor Refit

System	Year	1960	2262	2268
Fwd Structure		4	4	5
Primary Structure		4	4	5
Reactor		4	4	5
Engine		4	4	5
C & C		4	4	5
Aft Fusion Cannons		2	2	3

Sensor Refit

Year	
1960	9
2262	10

COMBAT FLYERS

Cost: 81 Defense: 9/7
Thrust: 10 Offense: +4
Armor: 1 Initiative: +10
Two Light Fusion Cannons
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+4 per gun
Firing Arcs: #1 #2

